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Summer, 1991

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Power Surge

Video Games Go International In Super Gaming Magazine!!

Welcome electronic gaming fans to the premiere issue of Super Gaming! Our magazine is dedicated to bringing you the latest news and first looks of the hottest gaming action from around the world. We go straight to the source with reporters and correspondents grabbing up the latest releases in Japan. This is your chance to get a sneak peek at the carts of tomorrow today, as well as new video gaming technology and systems.

Mega Drive, Neo Geo, PC Engine, Super Famicom - these are the super gaming systems enjoyed today by millions of hardcore players throughout Japan! Already, several of these hot little units have appeared in the U.S. as the Genesis, TurboGrafx-16 and very soon, the Super NES! Super Gaming will offer you a glimpse of the games that will soon be available for such American counterparts, by blowing out the mega-hits that are thrilling gamers around the world. While game designer will continue to push the consoles to their farthest limits, you can also bet that new machines will appear - created to take you to a gaming experience unlike anything available today. Super Gaming will also punch your V.I.P. ticket into the world of incredible new hardware like the Mega Drive CD-ROM and Super Famicom CD-ROM, two incredible peripherals that will be available this year...but only in Japan! Don't worry, however, because Super Gaming will always be the first to deliver the straight scoop on such advancements with colorful editorial and the best insight in the industry.

Because of our contacts, connections and correspondents, we're able to offer you news on some of the latest games from Japan and elsewhere that may never be commercially available in North American. This doesn't mean that all these great games we show you in these pages are impossible to find. There are a number of companies that specialize in the importing of Japanese games and the systems they play. Now you can show your friends the coolest carts months before they reach these shores (if they make it here at all)! We're going to make Super Gaming your VIP pass to the incredible world of Japanese gaming.

As with all magazines that listen to their readers, Super Gaming will be a reflection of the gamers that read it. If you want more screen shots, let us know. If you want more secret tips and hints, send us a letter and tell us about it. In the future you can count on special multi-person review sections and even more hard-hitting coverage - the kind of coverage that only the publishers of Electronic Gaming Monthly could deliver!

O.K., enough talk. Turn the page and let's see some action!

MIKE RILEY
Editor



DAVE ANDY
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It looks like the best year yet for die hard gamers. With the new FAMILICOM, the NEO-GEO, hot new MEGA-DRIVE titles, and the PC ENGINE getting better and better, it looks like we've got a great year ahead! And DIE HARD will be there every step of the way bringing you the games you want when you want them!

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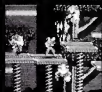
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SUPER FAMICOM BUYERS GUIDE

Titles Currently Available For Nintendo's 16-Bit!

Super Gaming presents a comprehensive overview of all the hot new games currently available to Super Famicom owners. Each game is packaged in a box about the size and style of a VHS tape. Inside each cart is a plastic molding protecting the game, a registration card, sometimes a small tri-fold catalog of Super Famicom announcements and of course the game manual. Surprisingly, not all of the manuals are exclusively written in Japanese. In fact, F-Zero's manual has an eight page comic book introduction to the game and its hero written in English! Bottom line is if we can play the games, so can you!

ACTRAISER

by Enix of Japan

Here is a game that not only stretches the graphics of the Super Famicom to the limit, but also the sound as well. In fact, the orchestrations in this game are so robust and realistic sounding that you'll wonder if there's a microchip symphony playing inside the SF. Actraiser combines the best of both worlds by giving the player the strategy of Populous with the hack 'em slash 'em of Golden Axe.

BOMBUZAL

by Enix of Japan

Like Populous, Bombuzal is a convert from the computer gaming world. And like Populous, it has translated well on the Super Famicom. Trouble is, neither game was much fun to play. You guide a humorous fellow about a 3-D tiled area blowing up as many tiles as possible without getting yourself killed in the process. The game offers many levels, but where's the fun?

FINAL FIGHT

by Capcom of Japan

Straight from the arcades, Final Fight has been brought to the Super Famicom without minimal loss of graphic or sound quality. Almost everything from the arcade is here! This is the kind of game that proves the SF can handle any action the arcade can deliver! Fight through five levels of bone-crunching street-pouncing using over 16 screen shaking moves - beat 'em up action at its best!

F-ZERO

by Nintendo of Japan

If you're going to invent a game machine for the future, you have to have a racer to play! That's exactly what Nintendo has done with F-Zero, an awesome futuristic car game that uses scaling and rotation to the max! With the ability to race 4 different hovercar designs on 7 different track layouts, you're looking at some exciting high speed action! Absolutely the best driver around!

GRADIUS III

by Komani of Japan

Komani has brought the classic shoot 'em up format to the Super Famicom in this colorful blaster game. Everything you're looking for in a potent shooter is here - power ups, bolt-on weapons, mega-size screen-filling bosses, gobs of explosions, and intelligent alien fire to boot! As with all SF games, the graphics and sound are top notch arcade quality. Part three has something for every Gradius fan!



SUPER FAMICOM BUYERS GUIDE



HOLE IN ONE

by Hal Enterprises of Japan

Here is the Super Famicom's first generation Golf game for this new generation system. It appears as if Hal took the old 8-bit NES Golf game and souped it up to show off the Super Fami's graphics engine. They've succeeded! The rotational effects of the course layout are phenomenal, combined with a solid golfing game that will have any sports fan begging for more!

PILOTWINGS

by Nintendo of Japan

You want staggering rotation? You want numbingly detailed animation? You want exciting gameplay? Then you obviously want Pilotwings! This beautifully presented program offers five different styles of flying, ranging from hang gliding to parachuting. This cart has five games in one, with an expert mode as well, with each segment requiring different skills. Show off the SF with this one!

POPULOUS

by Imagineer of Japan

Populous is proving to be one popular game. Initially developed for home computers, the game then migrated to the Sega Genesis. Now, the programmers at Infinity and Imagineer have ported this deity simulation to the Super Famicom with excellent results. If you like playing god on a screen filled with activity, then you'll love the strategy of Populous! If you don't...

SUPER DEFORMER

by Banpresto of Japan

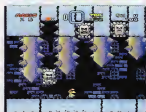
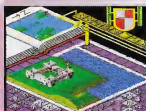
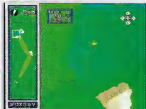
This action adventure allows you to take the role of cute but well armed character that can transform into three different fighters depending on the enemies he faces. The fantastic rotational and sprite scaling effects available in the "Mode 7" is being recognized by nearly every SF developer and once again is utilized in this horizontal and vertical scrolling shoot 'em up.

SUPER MARIO WORLD

by Nintendo

Nintendo has made a statement with this game - Mario is going to be around for a long time to come. He has made the transition from his former NES world to the Super Famicom superbly. If the Mario Brothers series has kept you occupied with their antics and adventures in the past, the newest adventure, also known as Super Mario Bros. 4, offers 4 meg of power in 8 worlds of play!

This is a just a sample of the fantastic games available for Nintendo's Super Famicom. More are being released soon with a huge number of companies already committed to developing some awesome games on this superior game machine! Take a look at our full page spreads of Actraiser and Gradius 3 further in this issue. One thing we can't show you with all these awesome looking screen shots is the spectacular sound the Super Famicom offers. It's only natural to wonder when the Sony/Nintendo CD-ROM might appear??!



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FLATLINE

MIDNIGHT RESISTANCE

The Story

Your family has been captured by an evil army of alien mutants. It seems that your grandfather's experiments with an alien life form he had discovered has transformed itself into a wicked force bent on your family's destruction.

You are a special forces commando who is on assignment when the tragedy occurred. Upon hearing about the incident, another special agent agreed to drive you to the complex where your family is being held by the alien demon. Upon seeing the huge structure surrounding the vast area, your partner cowers in fright, leaving you alone to face your fate.

You must rescue your family from this alien monster. Unfortunately, the demanded ransom is your blood. Can you withstand the nine levels of tormenting enemy fire and huge bosses in this superb Sega Mega Drive game by Data East? We did!



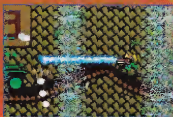
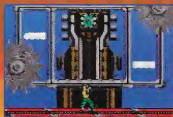
Everything about this fantastic Commando-style game is exactly the same as the arcade hit, including the introductory screens.



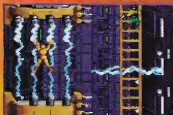
You're on your own. Level 1 features tanks and fierce armies of men. Defeat them and choose your weapon.



Continue your way through Level 2 and 3, battling huge enemy transports and hovering soldiers along the way.



The Level 3 Boss features huge saw blades. Run the gauntlet on Level 4 only to face huge enemy jets!



If the jets weren't enough, face gunship helicopters on Level 5. Don't forget about the Laser Baby, either!



After conquering the rotating gears on Level 6, watch the show. Then, face the Battleship on Level 7!



Rescue a family member by unlocking their capsules. Face the watercolor falls and Level 8 Snake Boss!



Burn, bullet and blast your way through the boss Mocks to meet the masked monster himself. The End!



GRADIUS AT ITS BEST!

Once again, the incredible Vic Viper warship has been called upon to rescue Earth from a new alien menace! This time, however, the enemy armada is humongous! Can one lone ship destroy an alien army composed of eleven squadrons? Each squadron is commanded by a large boss ship, capable of wiping out the planet!

Luckily, the Vic Viper has undergone some new modifications enabling it to select from an awesome array of weaponry and defensive mechanisms. Choose from seven bombs, four guns, five laser cannons, four option variations, four shields, and the mighty Megacrush Bomb! With an arsenal like that, the Vic Viper may just stand a chance against the alien forces. Earth is counting on you!!



AWESOME WEAPONRY AND POWER UPS!!



MISSILES



2 WAY



BACK 2 WAY



HAWKWIND



PHOTON



SHORT SPREAD



SPREAD BOMB



BACK



TAIL SHOT



DOUBLE



VERTICAL



C LASER



E LASER



N LASER



TWIN LASER



RIPPLE



OPTIONS



F OPTIONS



R OPTIONS



S OPTIONS



SHIELD



R SHIELD



BARRIER



REDUCE

LEVEL 1

Desert Storm

Fly over huge sand drifts that are infested with huge sand worms and other nasty enemies.



LEVEL 2

Bubble Stage

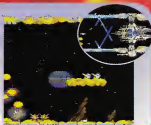
Blast your way through gigantic space bubbles that split into hundreds of smaller bubbles.



LEVEL 3

Volcano Stage

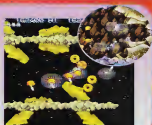
A defensive station cut into rock. Beware of exploding volcanoes and falling rocks.



LEVEL 4

Moi Stage

Destroy hundreds of ion shooting Moi statues before face the giant twin Moi boss.



LEVEL 5

Fire Stage

A dangerous place filled with explosions and flying debris. Fight the Fire Snake to go on.



LEVEL 6

Bio Stage

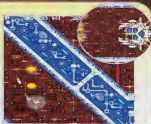
This stage is filled with mutant plant life, ship eating plants and other fatal organisms.



LEVEL 7

Bacterion

Defense Zone
Fly through this heavily guarded area at super intense speeds to survive.



LEVEL 8

Boss Stage

Here the enemy rolls out the heavy artillery. You must fight 5 incredibly huge and massively hard bosses!



LEVEL 9

Bacterion

Fortress One
Dodge the moving walls and watch for enemy fire from all sides. Good luck!



LEVEL 10

Bacterion
Fortress Two
Proceed through and destroy the twin spider robots. You're almost there.





GET READY TO BATTLE THE FORCES OF EVIL!

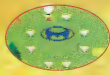
The land has been taken over by a host of hideous monsters. They have brought chaos and unrest to the entire land. You are a guardian angel who has been sent to take care of the new villagers being sent to live there. You must descend into the wilderness of this vast world and take on the form of a mighty warrior to rid this beautiful land of evil. After clearing out the creatures that the villagers can't handle on their own, two settlers will be sent to cultivate and advance civilization in that area. Actraiser is an incredible piece of action/roleplaying software. The graphics are absolutely amazing and the sound is equally impressive with digitally sampled violins, horns and percussion. Don't miss out on the ultimate adventure for the ultimate system, the Super Famicom.

CREATION MODE



Build roads to let your people settle throughout the land and raise your levels.

Destroy the evil gnomes!



MAGIC



AIR FORTRESS MENU

Select your options before descending.



ROW 1 OVERHEAD MAP



DESCEND TO VILLAGE



ROW 2 DESCEND TO ACTION



MAGIC SELECTION



ROW 3 WARRIOR STATS



VILLAGE STATS



ROW 4 SAVE GAME



QUICK TEST SPEED



VILLAGE MENU

A variety of options are available to help your people prosper.



ROW 1 BACK TO FORT MENU



BACK TO FORT MENU



ROW 2 BUILD ROADS



TALK TO MAN AND WIFE



MAGIC



LIGHTNING



RAIN



SUN



WIND



EARTHQUAKE



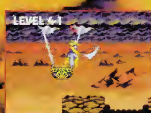
ROW 4 TAKE FROM PEOPLE



GIVE TO PEOPLE

Use magic to control the elements and help your people survive and advance their civilization.

DESCEND TO THE ACTION BELOW!!!





THE HOVERCRAFTS OF F-ZERO!



A big decision that faces you every time you play F-Zero will be the choice of the hovercraft you pilot. Clockwise from the lower left: Blue Falcon assisted by Captain Falcon, Golden Fox assisted by Dr. Stewart, Wild Goose assisted by Pico and Fire Stingray assisted by Samurai Goroh. Each craft has advantages and disadvantages, affected by such factors as acceleration, armor and response!

Futuristic racing has come to the Super Famicom with F-Zero. What does the 'F' stand for? Probably 'Fast rotation, since one of the most visually appealing features of the game is the wild swinging of the background to and fro as you speed your hovercraft around tight corners. Other dramatic rotational effects occur when you prepare to race (a sky view swings down into a rear view) and when you win a race (the rear view swings into a side view).

Track hazards include ice and oil slicks and energy barriers running along the track sides. Helpful racing objects include ramps (although these can also be a big problem if you hit them at the wrong angle, sending your craft into the abyss below), and power-ups, like a descending spaceship refueling your craft and road arrows that temporarily speed up your car, similar to the hyperspeed boosters found in the arcade game Stun Runner.

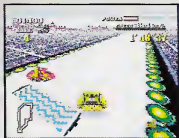
F-Zero offers plenty of gaming combinations. You'll find that there's a hovercraft tailor-made for your style of driving. Racing options include 3 competing classes and 3 levels of difficulty. Whatever your league, F-Zero offers some high speed action!



Above are some of the track layouts you'll encounter in F-Zero! Each track has different landscapes, musical soundtracks as well as road hazards which must be avoided. On-track ramps can leap you to victory or throw you to your doom!



Put the Pedal to the Metal!



Smash and Bash Your Opponents!



The Thrill of Victory...



and the Agony of Defeat!



BLAST THE BYDO EMPIRE IN AN ALL NEW R-TYPE ADVENTURE FOR SUPER FAMICOM!

Get ready for the most phenomenal shooting game ever! Once again you must blast off in the elusive R-9 starship and take on the ruthless Bydo empire. There is whole new slew of weapons for you to use. 5 new R-Type laser systems are now at your disposal as well as the indestructible droid unit. There are also 2 new kinds of missiles and 4 different difficulty levels. Each stage is brilliantly executed with lots of strategy to master not like your typical mindless shooter. Super R-Type offers 8-Meg of spectacular graphics and sounds and enough challenge to last a lightyear!



LEVEL ONE

Blast through an asteroid field full of menacing Bydo warriors.



LEVEL TWO

Invalidate the Bydo warehouse where most of their armada is created. Watch out for enemies that rush out of the lake below!



HOLD THE BUTTON FOR SUPER PLASMA BLASTS!



Just like the original R-Type if you hold the button you accumulate plasma energy for a super destructive plasma blast. This time if you hold the button twice as long you get an even larger blast!!!

INCREDIBLE R-TYPE WEAPONRY!!!



REFLECTIVE LASER



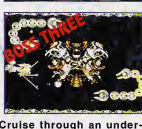
SPREAD LASERS



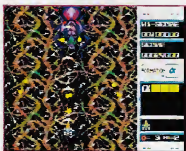
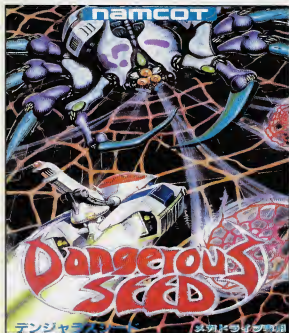
HEAT RING LASER



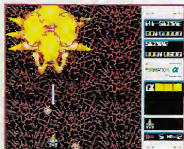
AIR TO SURFACE LASER



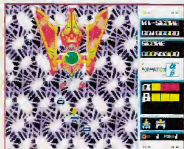
Cruise through an underground cavern filled with waterfalls and other dangers.



Dangerous Seeds, Deadly Deeds!



Classic tale of First Level Boss meets powerful laser beam!



Another large alien challenger wishes to meet the power of laser fire!

Dangerous Seed for the Sega Mega Drive is a colorful and sonic-filled vertical scrolling shoot 'em up with multiple power ups and full-sized alien bosses.

This 12 stage game features many smooth scrolling alien craft on the screen at one time that can be shot with three different weapons simultaneously after acquiring any of the 16 possible combos. It also features three layers of parallax multi-scrolling backgrounds. You can select the configuration of these weapons in the Options menu prior to the game start.

Three ship shields must be protected. When any one of the shields are penetrated, you lose a ship. Lose three ships and the game is over. You have the choice of starting from the last level you completed or from the beginning. As far as we can tell, there is no battery option in this cart as the high scores are erased after turning the game off.

Dangerous Seed offers some unique aliens in this overused and often abused class of Mega Drive shoot 'em ups. Go for full power up and let that huge alien boss eat laser!



En route towards the destruction of the attacking aliens - a mother ship!



Only mid-way through the game - How many bosses remaining???

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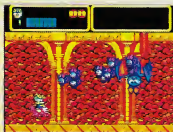
Wonder Boy returns in this horizontal shooter with some help from...



...Wonder Boy's kind assistant and partner, Princess Marinette!



Rotating balls of fire are sure to wipe out any approaching baddie!



Many of the end of the level bosses spawn multiple offspring!

Wonder Boy, The Sega Mega Drive hero, has returned for a third adventure in *Monster Lair*.

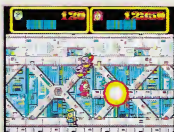
You can play the role of either Wonder Boy or Princess Marinette separately or at the same time with a friend. Visit 9 enchanted lands each with their own unique monsters. The end round bosses are some of the ferociously cute beasts you'll ever gun down.

To help you along, 6 different types of power ups may be used to take out the monsters. Missiles, rotating blades, a wall of laser rings and flying drill bits are just some of the weapons at your disposal. You'll also need to collect food in the form of strawberries, candy, corn, grapes, melons and lemons to keep your ever-shrinking life bar from reaching zero.

If you're successful in reaching the last stage of the game, you'll face a huge dragon that will take quite a few hits to subdue. Wonderboy III is one of the cutest shoot 'em ups to come along in a while.



Visit different lands of enchantment in *Wonder Boy III*. Burrrr!



Battle through the huge space station in the final stage of the game!



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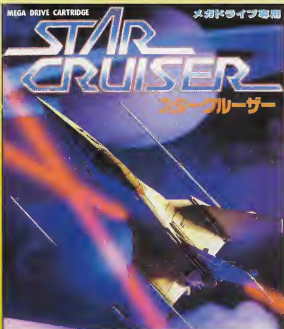
Now the editors of Electronic Gaming Monthly, always the first word in video games, has created a magazine especially for you! Super Gaming will take you where no other game magazine has ever gone before, with the latest news and game previews for your Sega 16-Bit, NEC or Nintendo systems! With Super Gaming you will know about the hottest carts of tomorrow today, as well as new developments and game systems!

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Star Cruiser for the Sega Mega Drive from NCS of Japan offers true 3-D polygon filled graphics with real-time on-screen animation. In this space text and action adventure, you maneuver about city platforms in tanks or on foot and blast off to visit other planets. You will also be investigating alien ships and other colorful locations.

Throughout your travels, you will enter many different buildings and speak with a number of different characters. You will uncover objects throughout the game rendered in 3-D polygraphic representations which may be manipulated any way you think might help. For example, keys will open



doors; laser guns will energize your ship; pass cards will allow you access to locked passageways; the list goes on and on.

When in space, you will battle aliens preventing you from completing your task of restoring peace to the endangered solar system. The space battles, like the city streets you will explore, are represented in colorfully shaded graphic 3-D. You will be plotting courses and trading objects with people and other beings throughout the galaxy. With over 6 solar systems and more than 40 planets to explore, Star Cruiser is guaranteed to keep you busy for some time!



Discuss battle plans with the commander before attacking the enemy!



Stop for a nutritious meal and some healthy advice from a local eatery.



Discover interesting buildings and objects when exploring the city.



Do battle with hostile aliens on one of Jupiter's twelve moons.



by Sega of Japan

Abdul must save the seven islands of Septania in this Mario Brothers-style game from Sega of Japan for the Sega Mega Drive. While leaping from platform to platform, he will encounter snapping clams, pesky pelicans, jumping crabs and more.

During his adventure, Abdul can punch the adversaries out of his way and off the screen as well as knocking out blocks and walls. When he hits a statue icon, the rubble will reveal power pills and objects that can give Abdul temporary invincibility, flying powers, smart bombs and other power ups. These magical items only last for 10 seconds, so choose the item and timing carefully.

Abdul needs to recover a special item from each island before going on to the next level. These items include a horn, jar, hour glass, flower, magnifying glass and a dagger before he can battle the final mighty boss of the game.



Abdul must bring peace to the seven troubled islands.



Question blocks spring Abdul high into the air to new platforms.



Select your magical items after recovering them from the statues.



With the coins you've collected, play the bonus round slot machine.

TWIN COBRA

You are a lone Twin Cobra chopper fighter pilot ready to take on the entire armed forces of the evil dictator in this near perfect translation of the arcade favorite. Be prepared to battle wave after wave of tanks, transports, attack planes, helicopters, battleships, enemy bunkers and a slew of other tough installations attempting to knock you out of the sky.

Your chopper can handle only one hit before it explodes in a fiery mess, but the game options allow up to five ships with three credit runs (that means up to 15 ships total) to knock out the enemy dictator once and for all. Each stage you will face different configurations of enemies, mostly

increasing in number as your level proficiency gets better. Shooting transport helicopters and ships will drop power ups in the form of salvos of missiles, three way and four way power shells and ground bombs. Ground bombs are the most destructive force you'll have access to. Dropping one of these babies in the heat of battle will shatter the screen with a ring of fire, pulverizing anything in its wake.

Digitized sounds are present in the deep bass explosions, just like the arcade version. If you are a big fan of the arcade hit, or just like massive firepower at your fingertips, Twin Cobra for the Sega Mega Drive is what you're looking for.



Take off from your battleship!



Three-way bullet destruction!



Big time missile salvo barrage!



Attacking enemy battleships!



Four-way power bomb fireballs!



The most destructive force of all!

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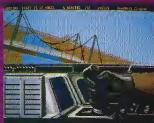
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MURDER CLUB

STARRING J.B. HAROLD

A CD-ROM Graphics Adventure
by NEC of Japan for the PC Engine

Calling all detectives, calling all detectives! If you're looking for a murder case to solve, then NEC's CD-ROM Murder Club is one place to start. In this PC Engine CD-ROM game, you play the part of J.B., the Sam Spade style detective, and visit numerous locations and interact with a variety of suspects. While text appears in the lower portion of the screen, voice (in either English or Japanese) accompanies the text. Music and sound effects are also present in this professional-looking production.

Once you get started in the game, expect to spend at least 50 hours solving the case. You'll have the whole city at your disposal, but remember, you're on the side of truth and justice. In other words, the only way towards a successful conclusion is playing the game by the book. You can save your game's progress at any time using the PC Engine's CD save feature. Search warrants, solid evidence for the D.A., and lots of questions will be the best path taken towards the game's finale.



Visiting many locations and interrogating possible suspects is the only way you'll find out who the murderer is. The game automatically keeps a record of your suspects and leads you have uncovered. Impress the DA!



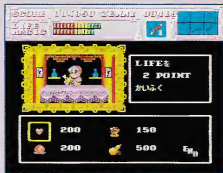
Check out the victim's place of employment, house, even the cemetery where he was buried. Do any of these people at these locations know who the murderer is? Are they suspects themselves? Ask those questions!



Look out! This big bad boss is going to kidnap your friends! Can you rescue them?



The natives aren't too friendly. They must've tasted some of Steve Harris' hot sauce!



Stop in the shop to buy some power ups and magical items to aid in your quest.



Son Son II by Capcom for the PC Engine is actually a cutesy version of Capcom's arcade hit, Black Tiger. This game is for those players who would prefer to scoff off non-intimidating cartoon characters as opposed to the darker, grotesque characters found in Black Tiger.

In Son Son II, you are Son Son and an evil being has kidnapped your three friends. It's up to you to track through the 8 different levels to rescue them.

Like Black Tiger, Son Son II is an eight way scrolling shooter with climbing and timing a strategic part of the game. You can shoot at the bad guys with a long, extending weapon. If any enemy touches you, you lose a point on your life bar. Lose 12 points and you have to start all over. If you can find heart icons along the way, you can boost up your life bar. Big hearts mean big boosts. You can find these hearts as well as other goodies enclosed in urns littered throughout the game playing area. Break the urns open with your weapon and touch the prize to claim it. You can also find fruit this way. Collect enough fruit and you will be able to buy better weapons, shields, heart icons and bonus lives at the shops. One shop exists per level.

You need to find a key per each level to continue to the next. You will also face a mid-level and end-level boss to hinder your progress.

If you enjoyed Black Tiger at the arcades and are looking for the next best thing on the PC Engine, Son Son II is the game to keep an eye out for.



SUPER GAMING PREVIEWS **FOR THE NINTENDO SUPER FAMICOM**

Super Professional Baseball

by Jaleco of Japan

Get ready baseball fans! Jaleco is working on a hot looking baseball game that is going to take all the spectacular graphic effects that the Super Fami can perform and roll them up into one fantastic looking sports simulation. Super Professional Baseball lets you do everything from managing your team to batting to pitching practically every style in the play book! You also control the action at every base and in the outfield as well!



Using the fascinating scrolling effects of the SF, the game follows each ball as its blasted into the air - with smooth scaling all the way! Great baseball action!



Pro Soccer

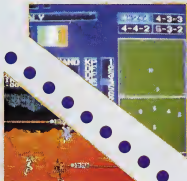
by Imagineer of Japan

Baseball fans have Super Pro Baseball to look forward to, and soccer fans now have Imagineer's Pro Soccer for the Super Famicom to anxiously await its arrival. Like Super Pro Baseball, Pro Soccer features the hardware graphic and sound manipulation that



only the SF can deliver. Sprite scrolling is silky smooth and game play is detailed enough for great action strategy play.

You have the option to practice shots or play a single game. When you're ready, challenge your best players against over 22 different team nationalities in the World Cup game.



Ninja Gaiden 3

by Tecmo of Japan

The famous ninja hero of the electronic age is making his third appearance on the Famicom! Gameplay is very similar to previous Gaiden games, with the most noticeable improvement in the graphics and sounds. A fantastic series of intermissions also unfold a new storyline that continues the GaI Den quest for peace!

This time, the ninja is faced with his most fierce opponents - an army of robot soldiers - against a variety of multi-scrolling screens. Backdrops include caves, deserts and forests, as Gaiden continues his on-going quest for truth and justice - Ninja style! Look out for the awesome Ninja master, Ryu Hayabusa, in Ninja Gaiden 3, coming soon!

SUPER GAMING PREVIEWS

FOR THE SEGA MEGA DRIVE



Climbing the stalks to the next level!



Devil Hunter Yoko

by NCS of Japan

Guide Yoko in her courageous battle through scene after scene of action-filled screens on her quest to rid the land of Dis from the horrible creatures that have invaded! Using her powerful sword, Yoko can defeat any opponent as long as the saber hits its mark and slices through its target!

Climb huge stalks into a waterworld kingdom, traverse rainforests, walk around hot flowing lava while battling huge creatures along the way. Yoko can use magic as well as her sword for protection from the monsters that surround her on all sides throughout the land. If you're a Strider fan, you're sure to enjoy Devil Hunter Yoko - a sword-smashing monster hunt!



Facing the wicked-looking bosses!



Lining up for the perfect drive!

Battle Golf

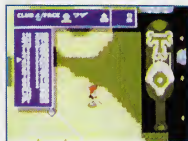
by Sega of Japan

How about a role-playing game with a golf theme? That's what Battle Golf has to offer Mega Drive owners. After a quick introduction to the story, gamers plunge themselves into a world where they golf to get points and visit places. Going to the club house to purchase new weapons (in this case, those weapons are golf clubs) is just one of the many features found in this cart!

Strange as it may seem, this RPG requires skill on the golf course in order to improve your character attributes. As your travels progress, so does the challenge, with sand traps, water hazards and trees preventing you from completing your golfing adventure!



An adventure or a sports simulation?



SUPER GAMING PREVIEWS

FOR THE SEGA PORTABLE GAME GEAR & MEGA DRIVE



Incoming police reports... get ready!



Chase H.Q.

by Taito of Japan

The arcade smash, Chase H.Q., has been converted to the Sega Game Gear with excellent results. You guide two seasoned undercover cops on high speed chases through city streets and country highways in pursuit of drug lords, thieves and other criminals attempting to speed off with the goods.

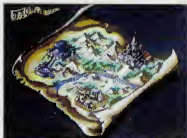
When you've caught up with the crooks' cars, smash your unmarked police car into them and wear their autos down! Once they're off the road, it's time for the arrest, but be assured for another wanted driver is just one round away! If you enjoy high speed racing simulations with a twist, Chase H.Q. is the perfect GG title to get your heart pumping!



High speed chases and drug busts!



Stand before the king and his land!



Shining & Darkness

by Sega of Japan

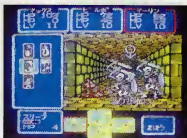
The makers of such famous role-playing games as Dragonquest 3 and 4 are putting the final touches on their first role-playing game for the Mega Drive!

Shining and the Darkness features an animated introduction that's sure to get any player ready for a unique RPG experience! Search both above ground and below for treasures, magical items and equipment in your quest to conquer evil. The realistic 3-D dungeons along with the smoothly presented animation and digitized sounds make this game new and exciting to play!

While Mega Driveowners have been awaiting this RPG for months, the Shining and the Darkness adventure is about to begin!



Guide 3 companions into the abyss!



SUPER GAMING PREVIEWS

FOR THE NEC PC ENGINE



Road Spirits

by NEC of Japan

Get ready to hit the road in this world-wide road race. Drive a Lamborghini, Ferrari, Porsche or a Speedster down some of the worlds most famous roadways. Cruise the long stretches of highway down in Key West, or the scenic ocean views of the West Coast, or even the parched Mexican deserts.

Each car performs differently in each type of climate. Watch out for approaching cars and roadside barriers as you speed over 300 mph! There won't be too much time to stop and look at the scenery, though, because of the strict time limit you must meet in order to continue racing. Are you up to the challenge?



Final Match Tennis

by NEC of Japan

Deuce! Play tennis on the PC Engine with every kind of option you could think of. Choose the type of court you want to play on (hard, clay or grass), the type of game (training, exhibition or world tour) and the type of shots you want to practice. Then, play either against the computer or with a friend as you work your ways to the finals. After each match, you'll see statistics of how well you and your opponent played. Graphics are so detailed that ball boys run to pick up a tennis ball that has been hit out of bounds and judges heads turn back and forth to watch the game. Exciting two-player action!



1943

by NEC of Japan

The vertical scrolling arcade classic 1943 will soon be available on the PC Engine. This is one of the games that started the whole vertical scrolling power-up sensation! You must pilot your World War II fighter plane into enemy territory, shoot at oncoming planes, drop bombs on ground targets and gun down huge bosses while gathering points and power-ups. Each power-up offers progressively more lethal firepower to get you out of those bullet-bombarding hot spots. Everything has translated to near perfection from the arcade version to the PC version. Go off into the wild blue yonder with those guns blazing hot red fire!



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